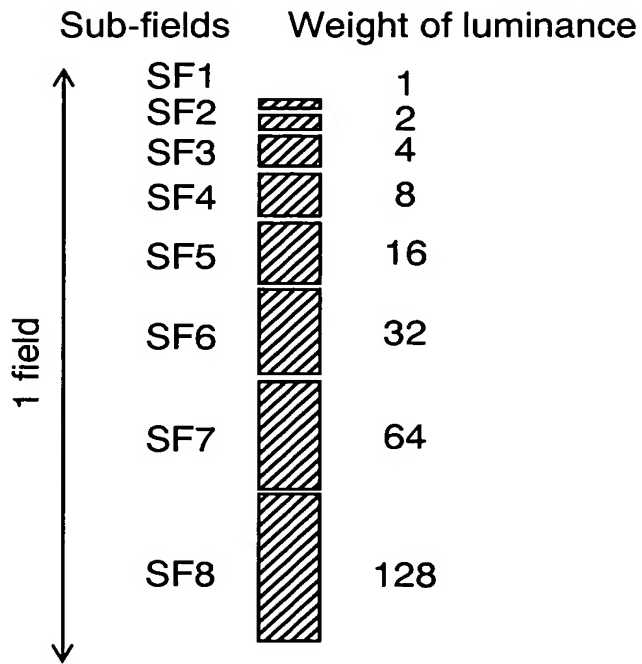
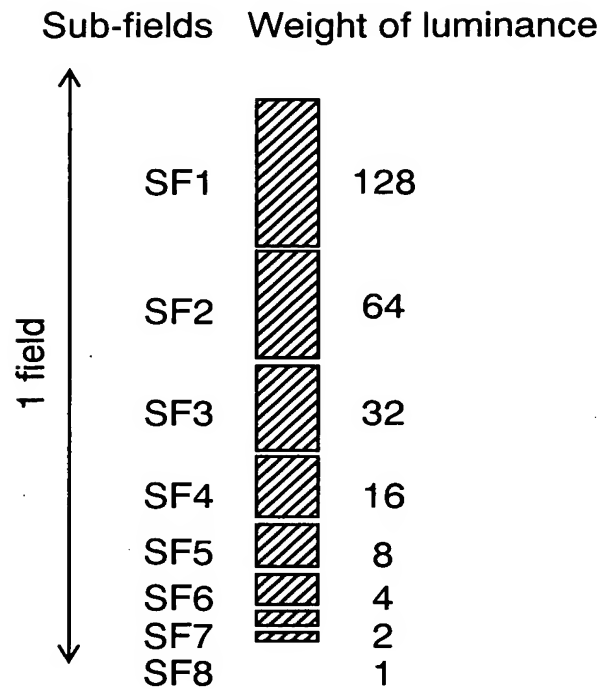


FIG. 1A



Ascending coding

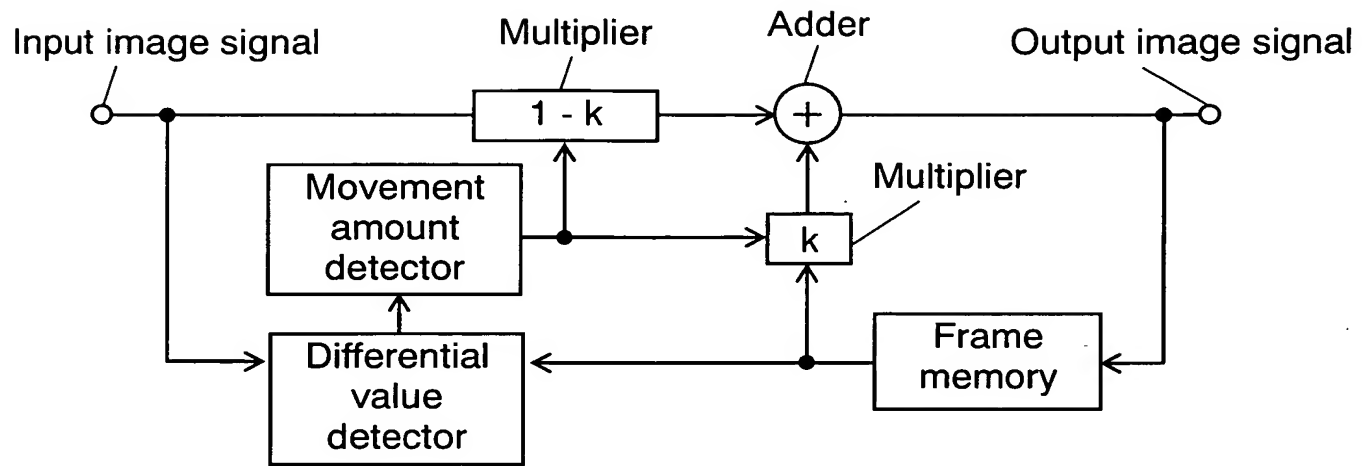
FIG. 1B



Descending coding

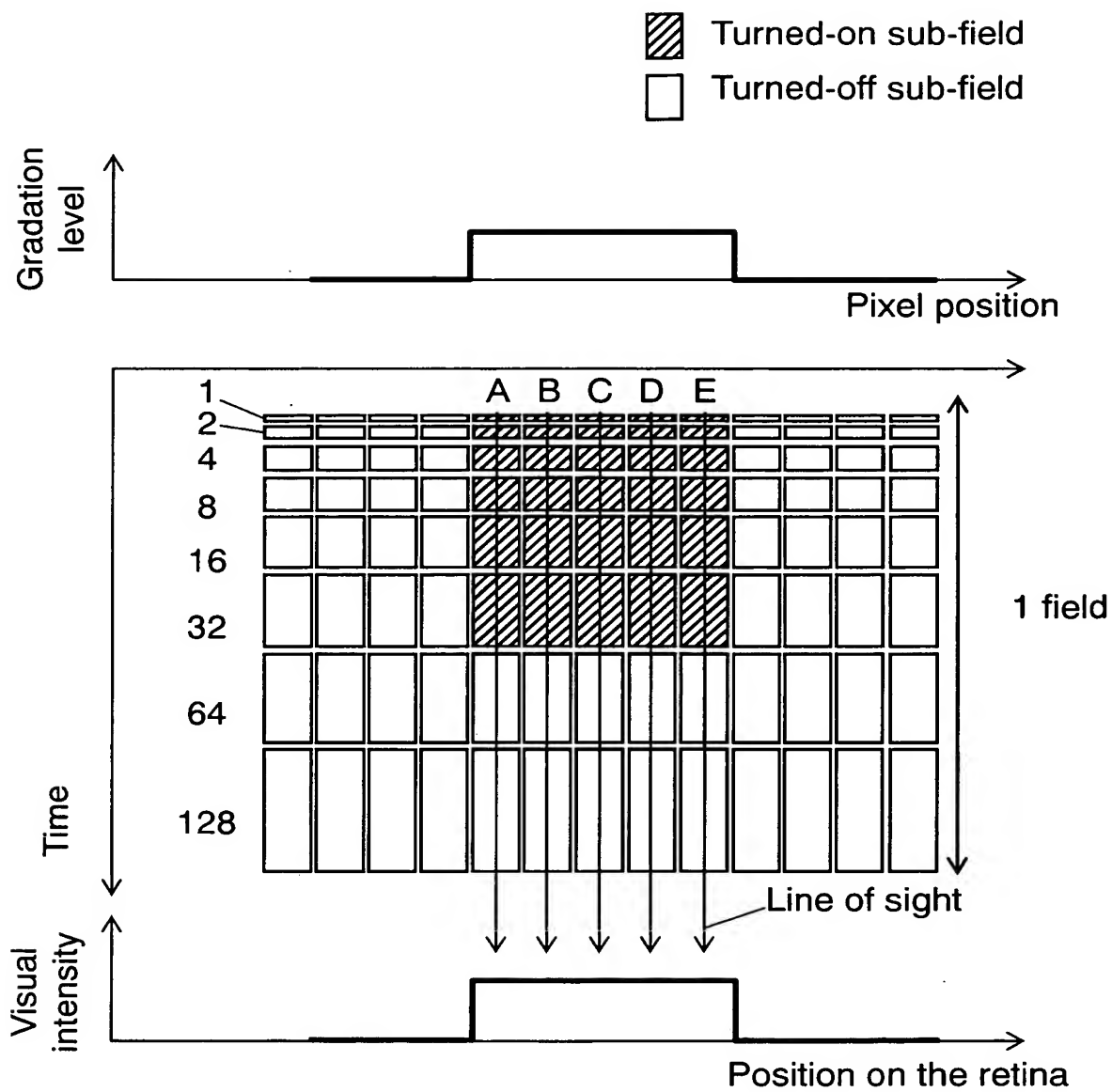
2/13

FIG. 2



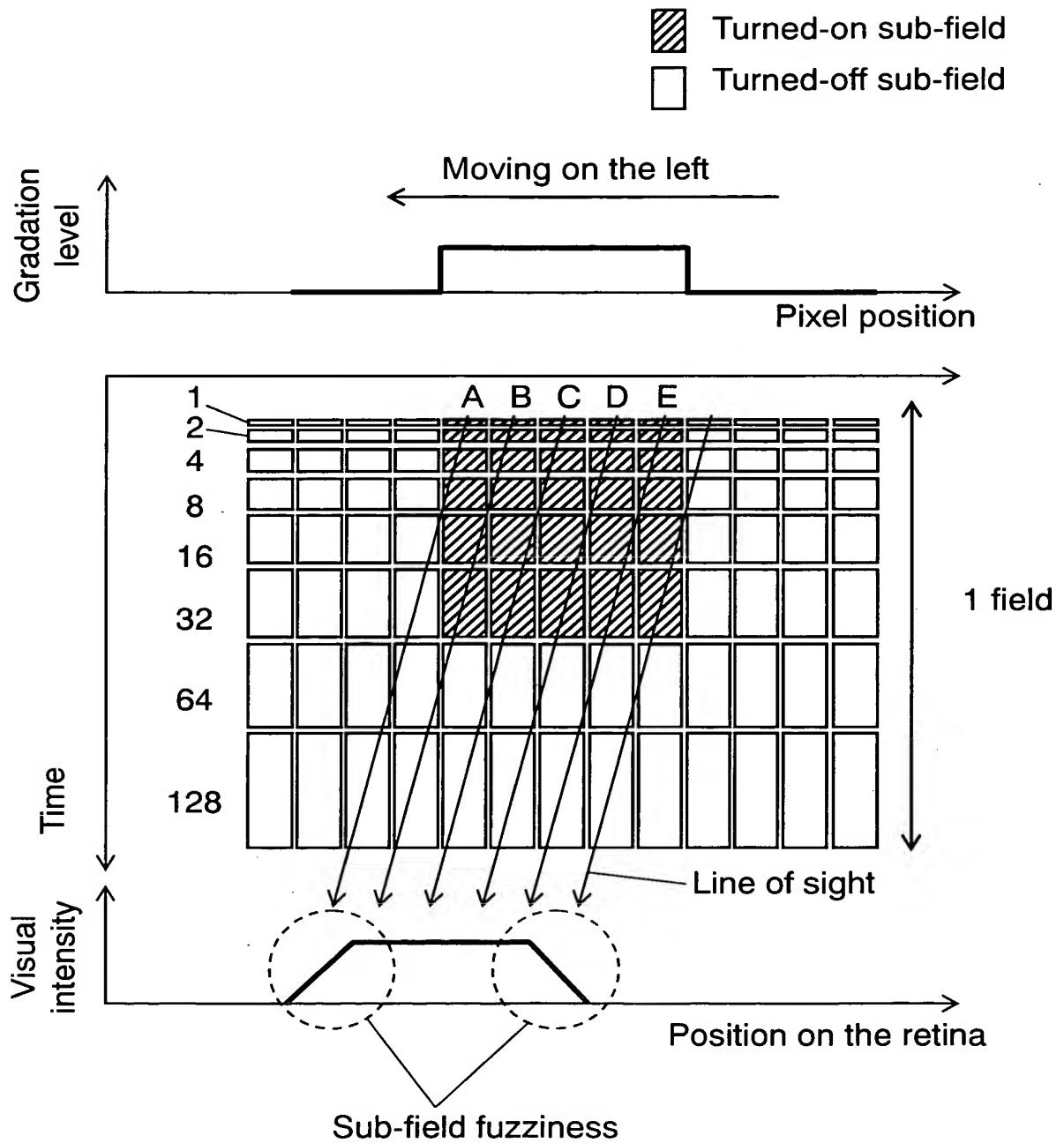
3/13

FIG. 3



4/13

FIG. 4



5/13

FIG. 5

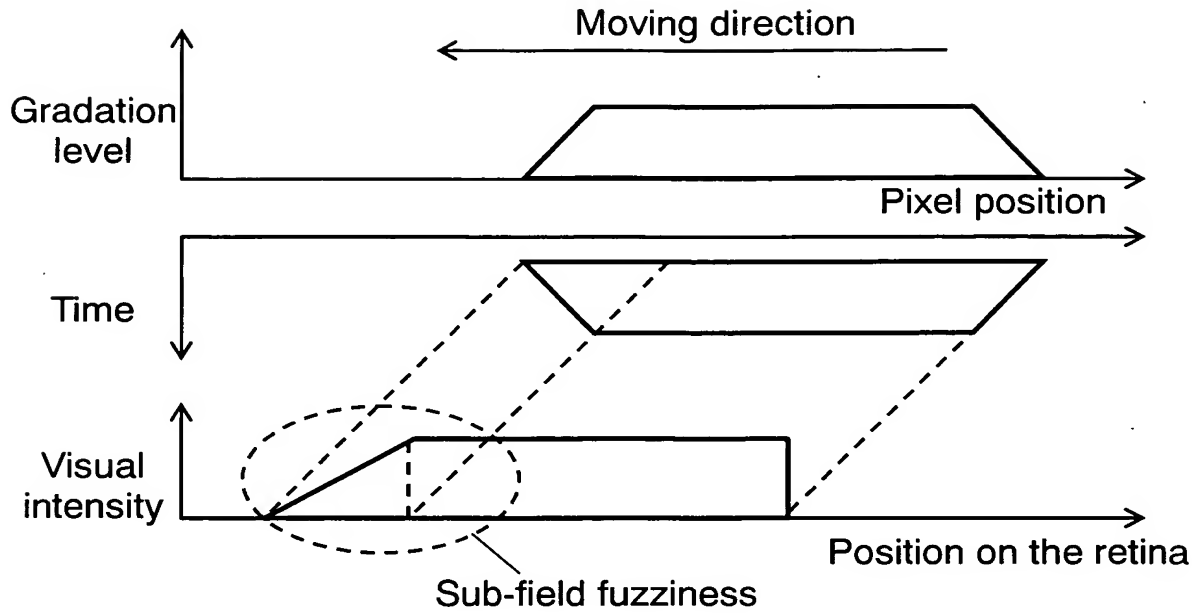
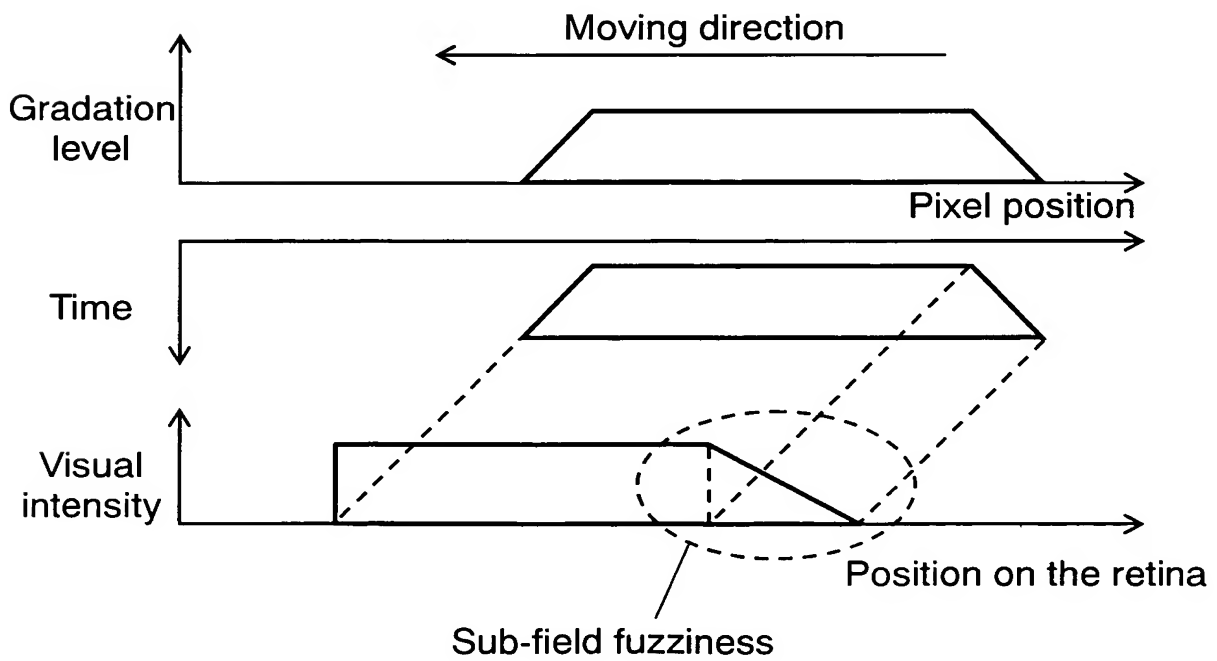


FIG. 6



6/13

FIG. 7

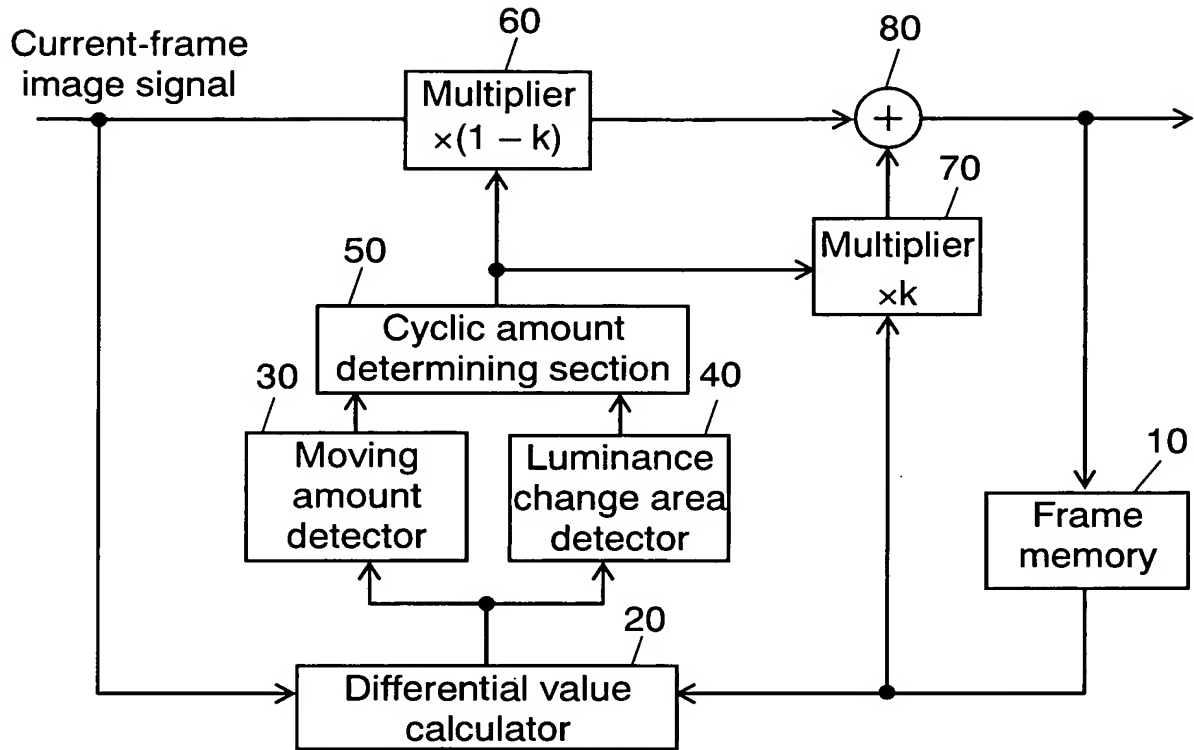


FIG. 8

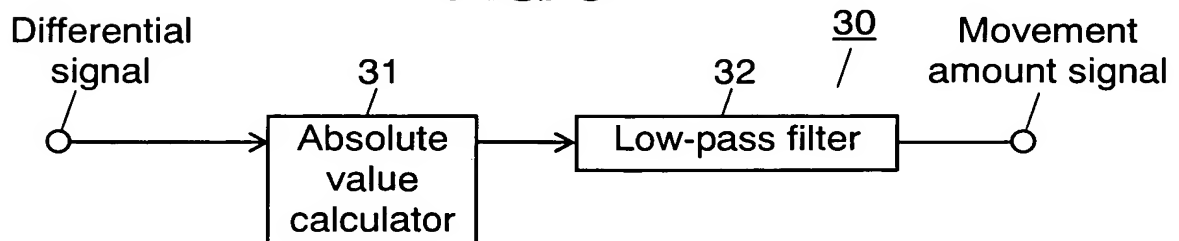
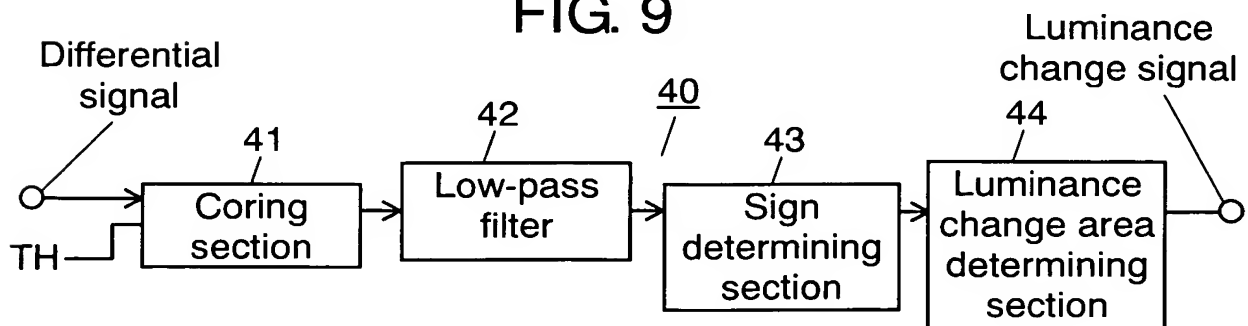
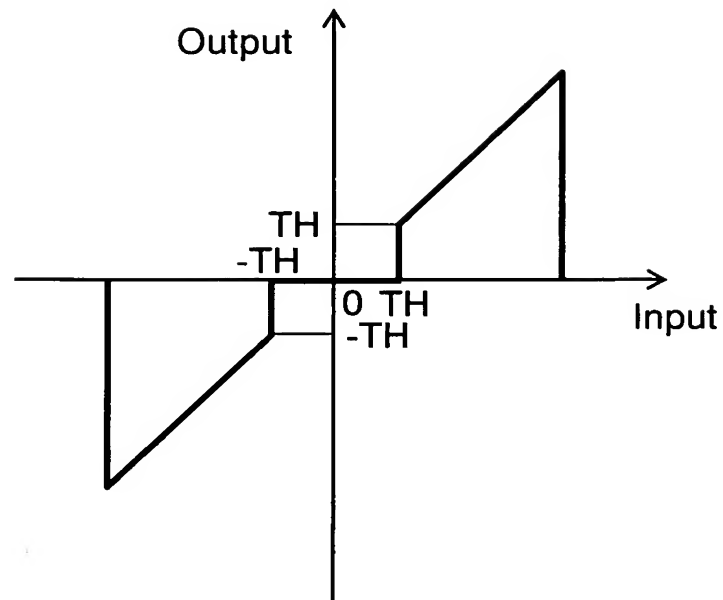


FIG. 9



7/13

FIG. 10



8/13

FIG. 11A

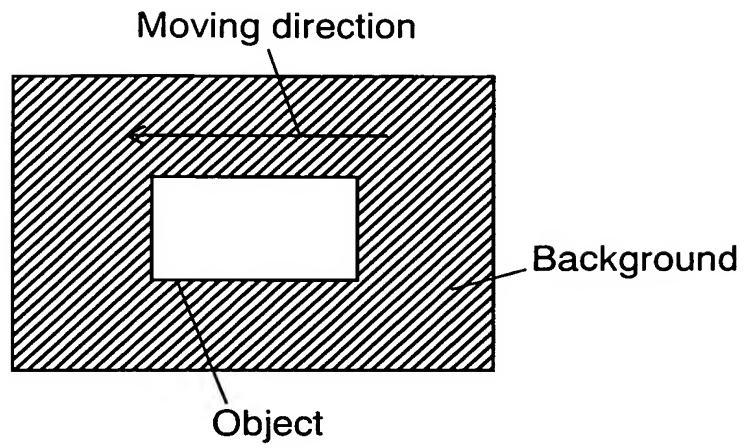
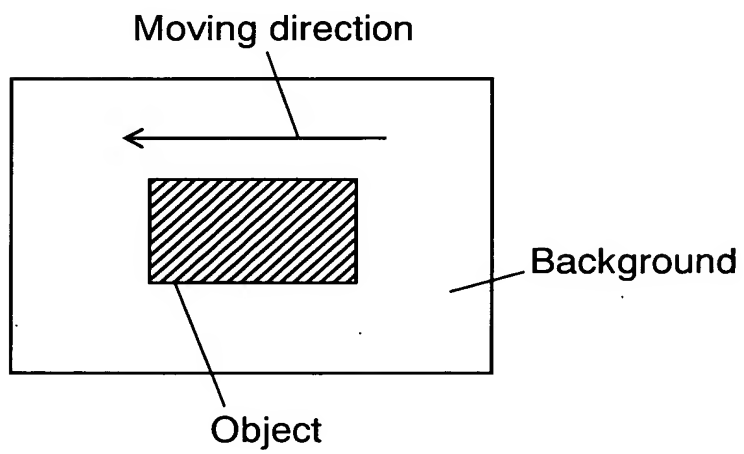


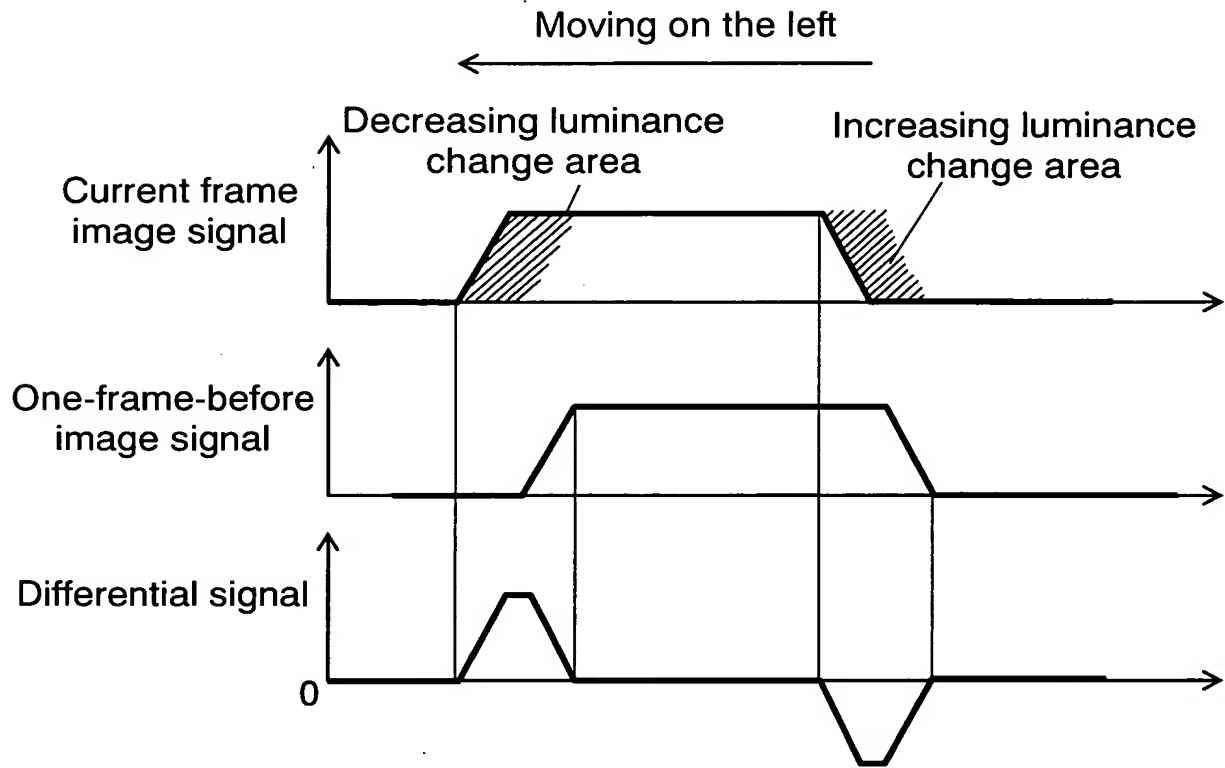
FIG. 11B





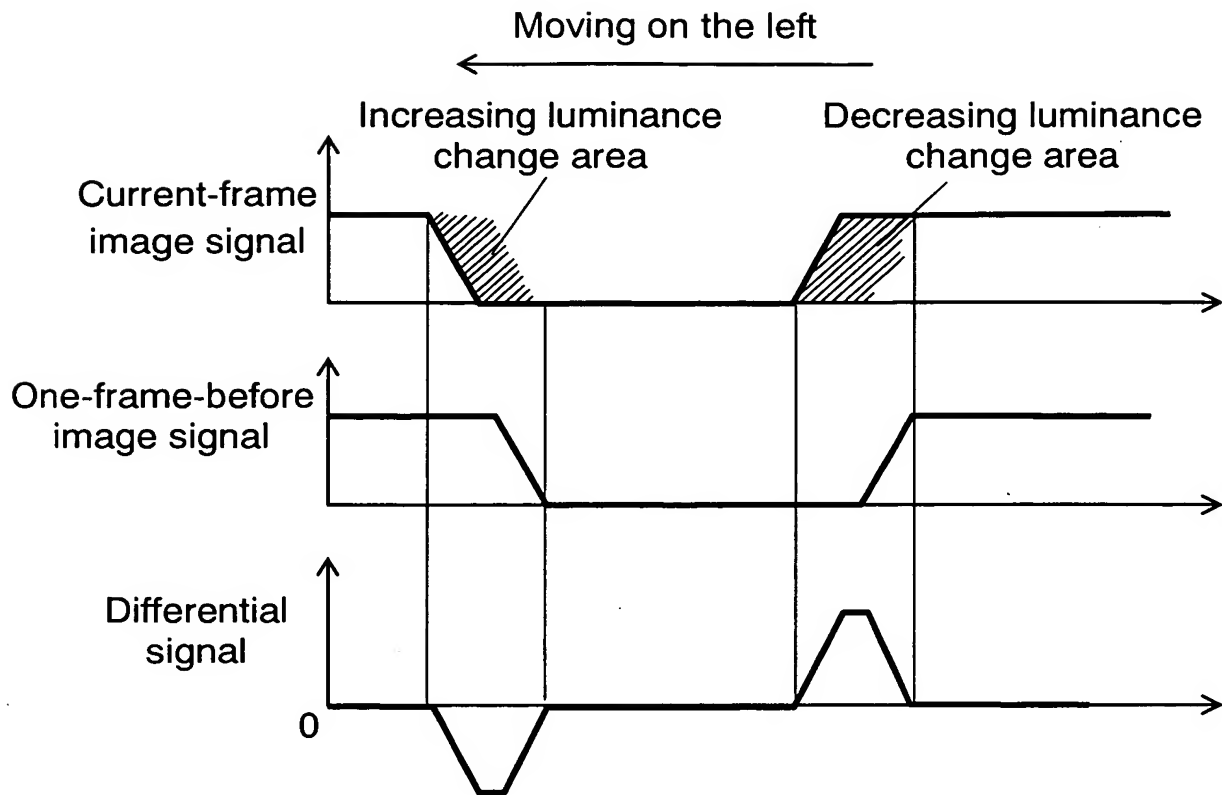
9/13

FIG. 12



10/13

FIG. 13



11/13

FIG. 14

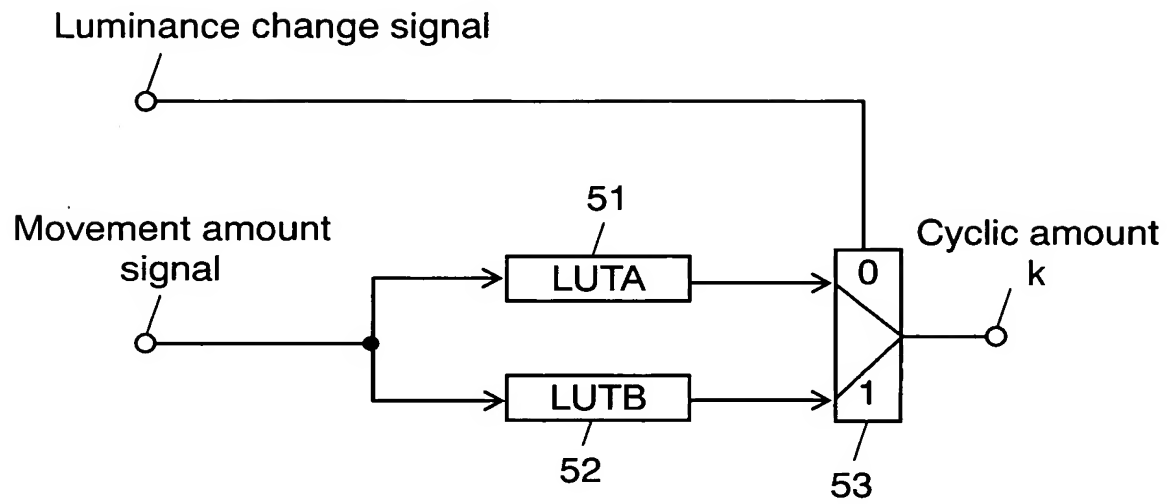
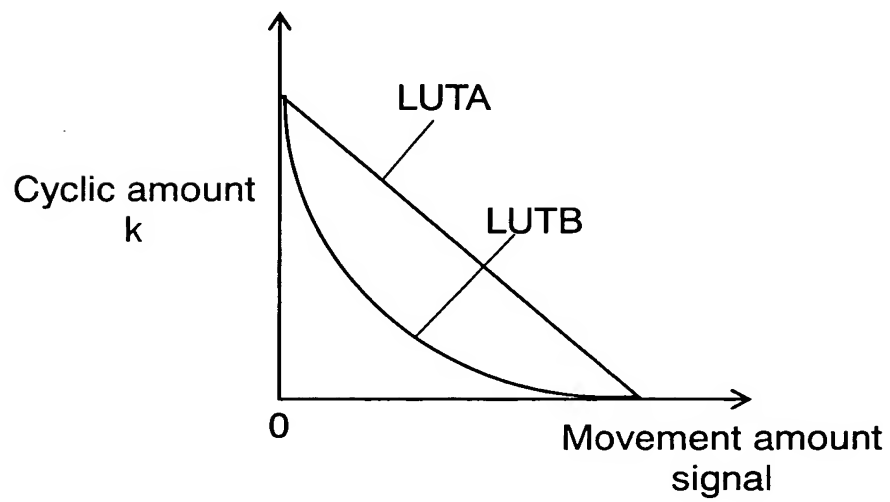
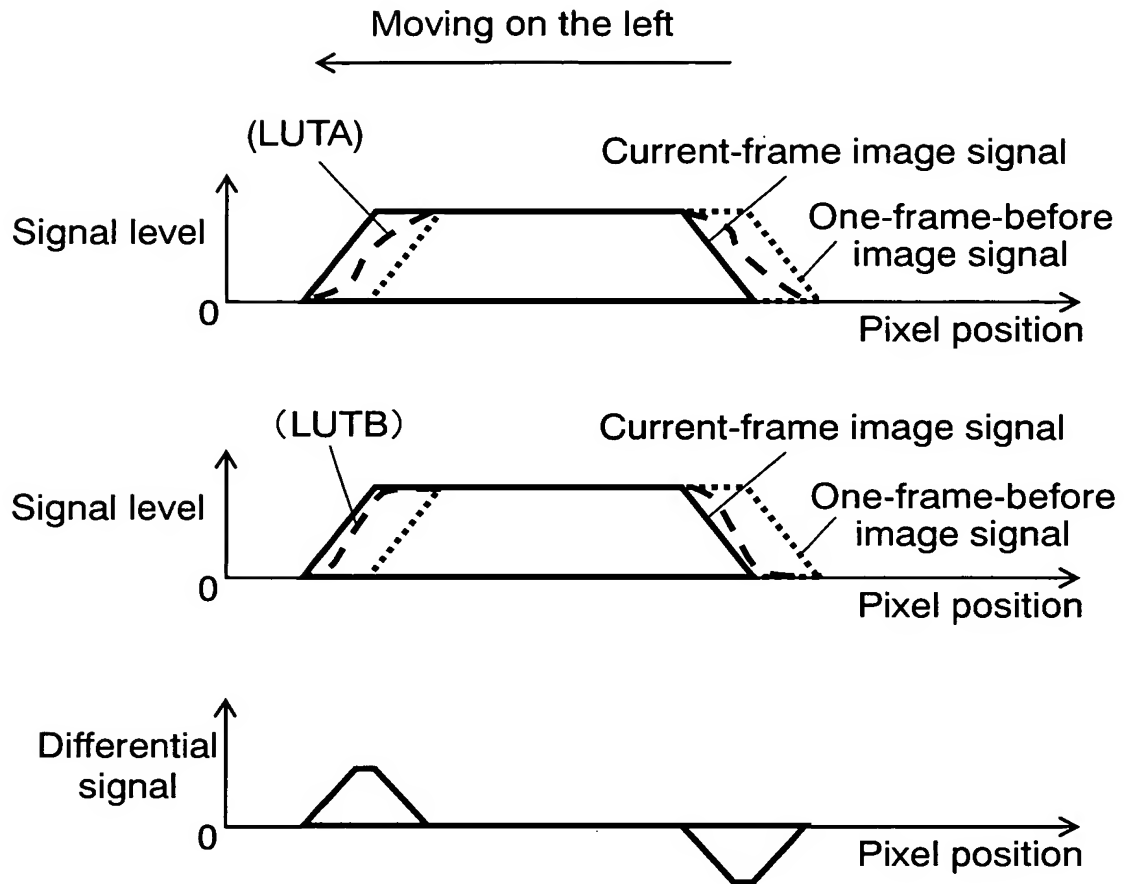


FIG. 15



12/13

FIG. 16



## Reference numerals in the drawings

10	frame memory
20	differential value calculator
30	movement amount detector
31	absolute value calculator
32, 42	low-pass filter
40	luminance change area detector
41	coring section
43	sign determining section
44	luminance change area determining section
50	cyclic amount determining section
51	LUTA
52	LUTB
53	selector
60, 70	multiplier
80	adder